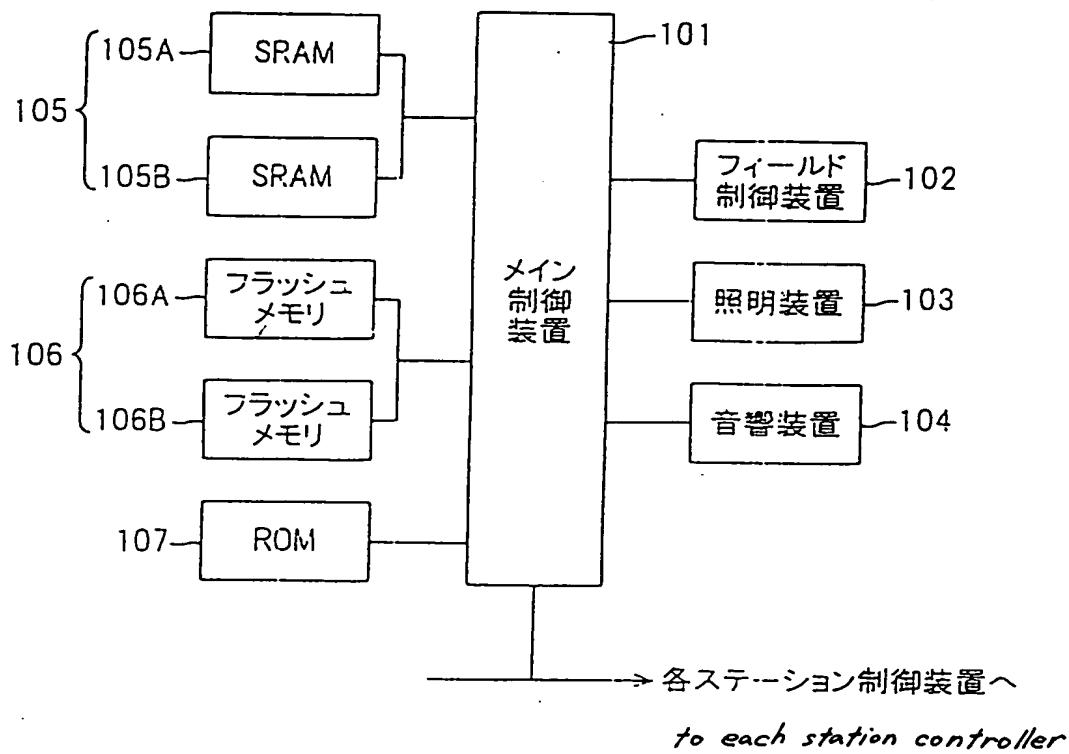
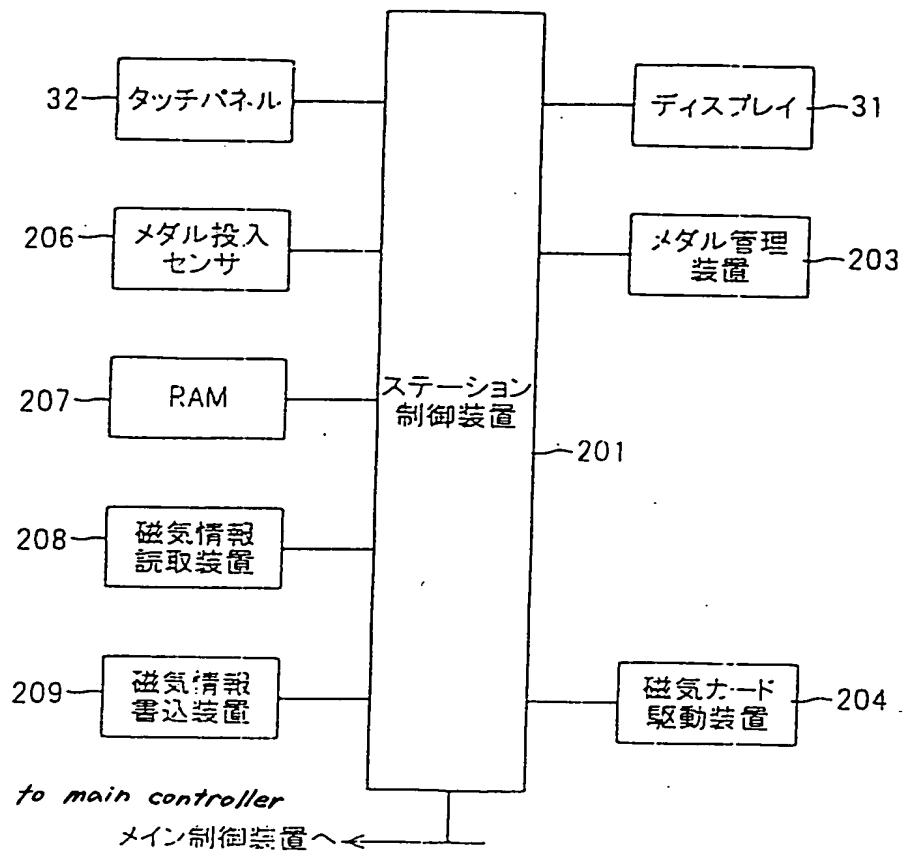


Fig. 2



101: main controller
102: field controller
103: lighting system
104: sound system
106A, 106B: flash memory

Fig. 3



- 31: display
- 32: touch panel
- 201: station controller
- 203: token manager
- 204: magnetic card driver
- 206: token insertion sensor
- 208: magnetic information reader
- 209: magnetic information writer

Fig. 4A

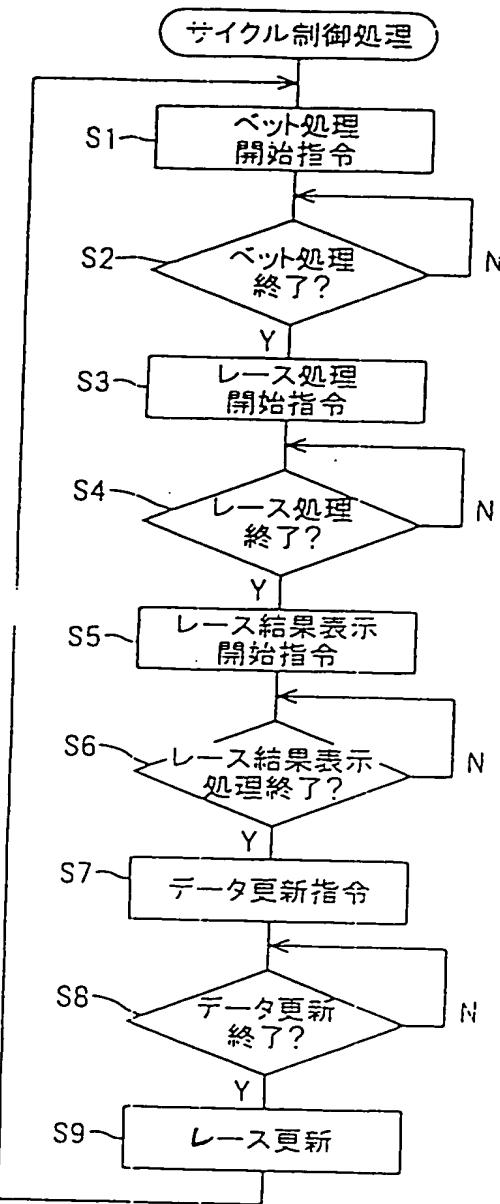
PLAYER DATA	
ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME (CROWN PART OF OWNED HORSE) TOTAL NUMBER OF GAMES PLAYED
OWNED HORSE INFORMATION	NAME CODE AGE, SEX (GROWTH) TYPE INFORMATION NUMBER OF RACES PARTICIPATED SPEED, STAMMINA PHYSICAL CONDITION TOTAL ACQUIRED PRIZES PAST PERFORMANCE TRAINING STYLE
LATEST PLAYED DATE	
UPDATE INFORMATION	
CHECK CODE	

10002156-120501

Fig. 4B

MAGNETIC CARD INFORMATION	
ID INFORMATION	ID CODE
	CHECK CODE
OTHER INFORMATION (SCREEN LAYOUT INFORMATION ETC.)	

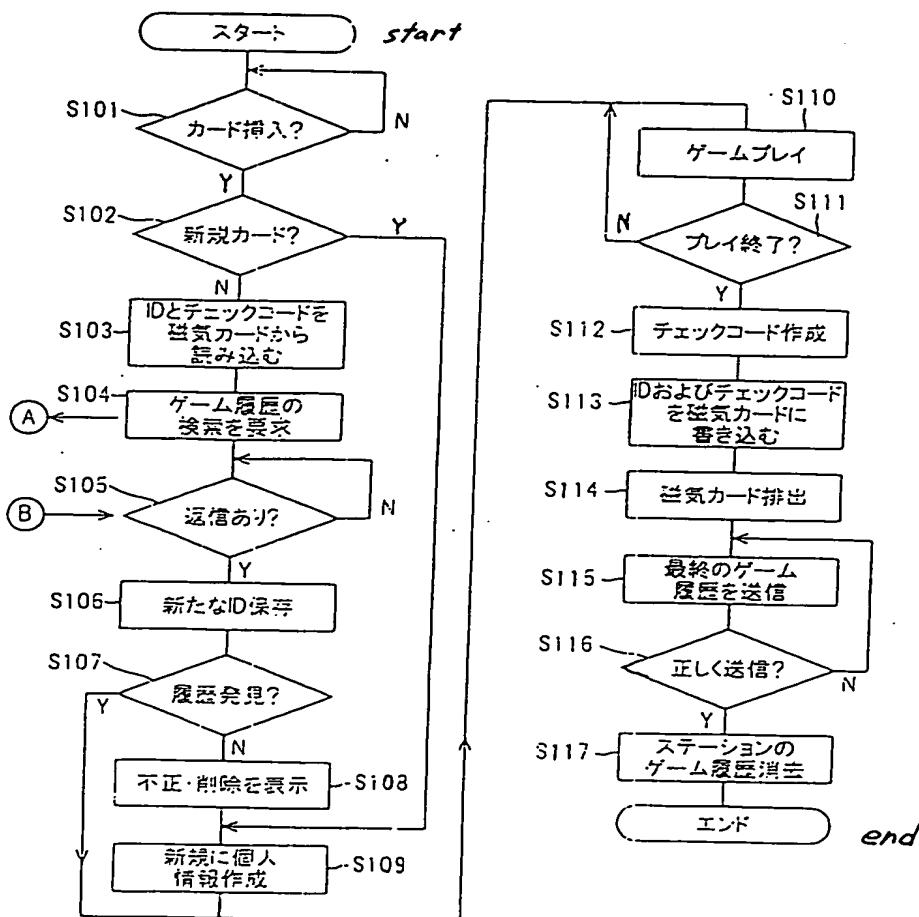
Fig. 5



cycle control processing

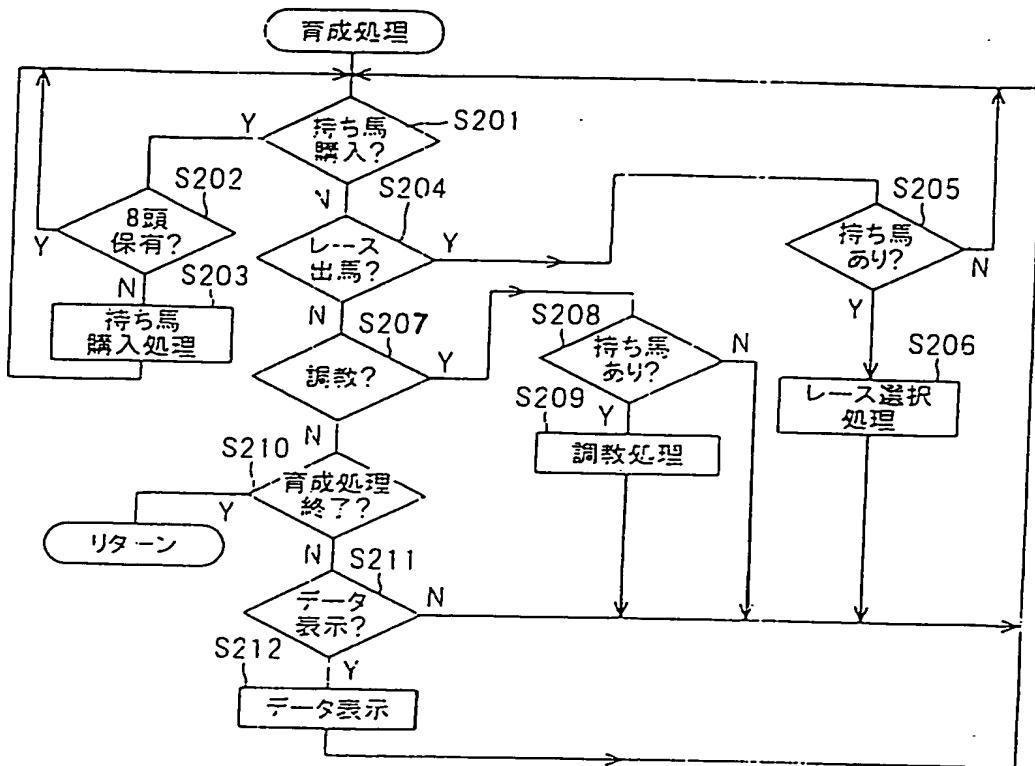
- S1: start betting processing
- S2: betting processing is completed?
- S3: start race processing
- S4: race processing is completed?
- S5: start race result display processing
- S6: race result display processing is completed?
- S7: start data update
- S8: data update is completed?
- S9: update race

Fig. 6



- S101: magnetic card is inserted?
- S102: new card?
- S103: read out ID information from magnetic card
- S104: request to retrieve past player data
- S105: reply from main controller?
- S106: save new ID code
- S107: past player data is present?
- S108: display error message
- S109: prepare new personal information
- S110: play game
- S111: play is over?
- S112: prepare check code
- S113: write new player data onto magnetic card
- S114: eject magnetic card
- S115: transmit recent player data
- S116: transmission is successful?
- S117: delete player data on station

Fig. 7



rearing processing

- S201: horse selection is selected?
- S202: 8 horses are owned?
- S203: horse selection processing
- S204: race selection is selected?
- S205: player has any owned horse?
- S206: race selection processing
- S207: training is selected?
- S208: player has any owned horse?
- S209: training processing
- S210: rearing processing is terminated?
- return
- S211: data display is selected?
- S212: data display processing

Fig. 8

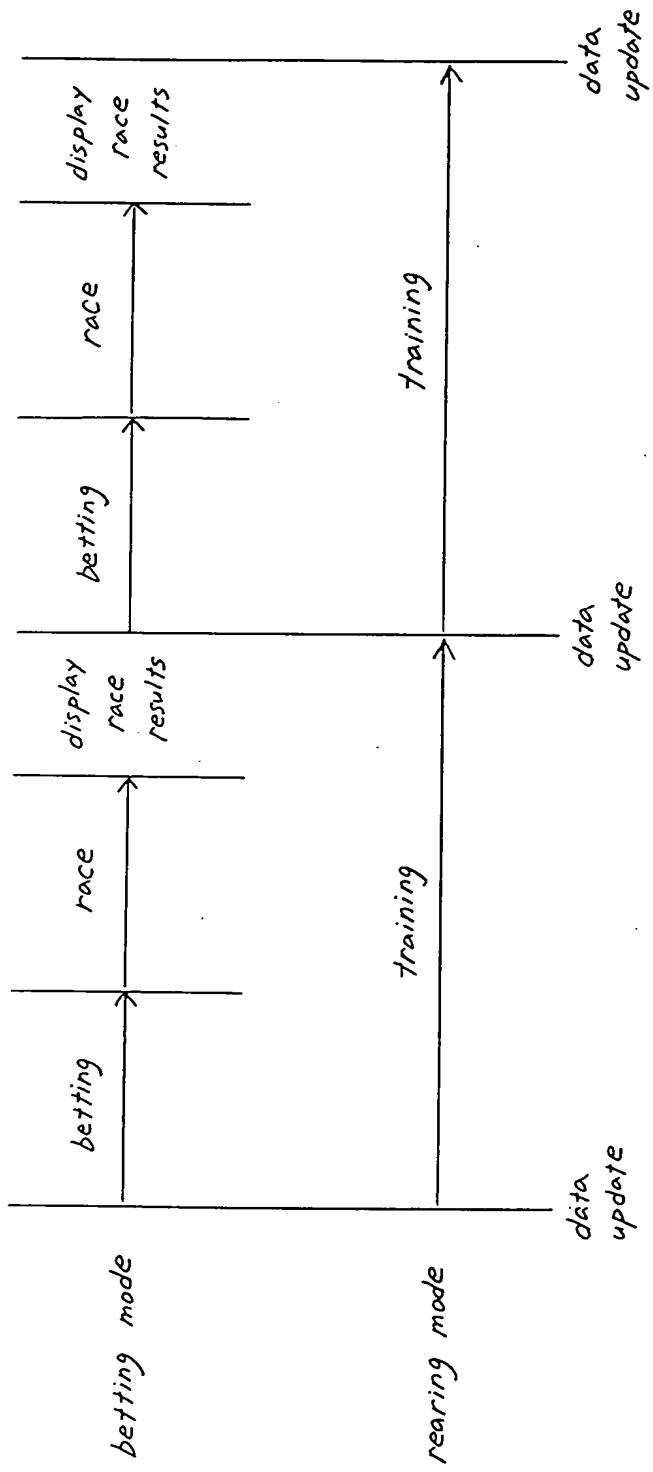
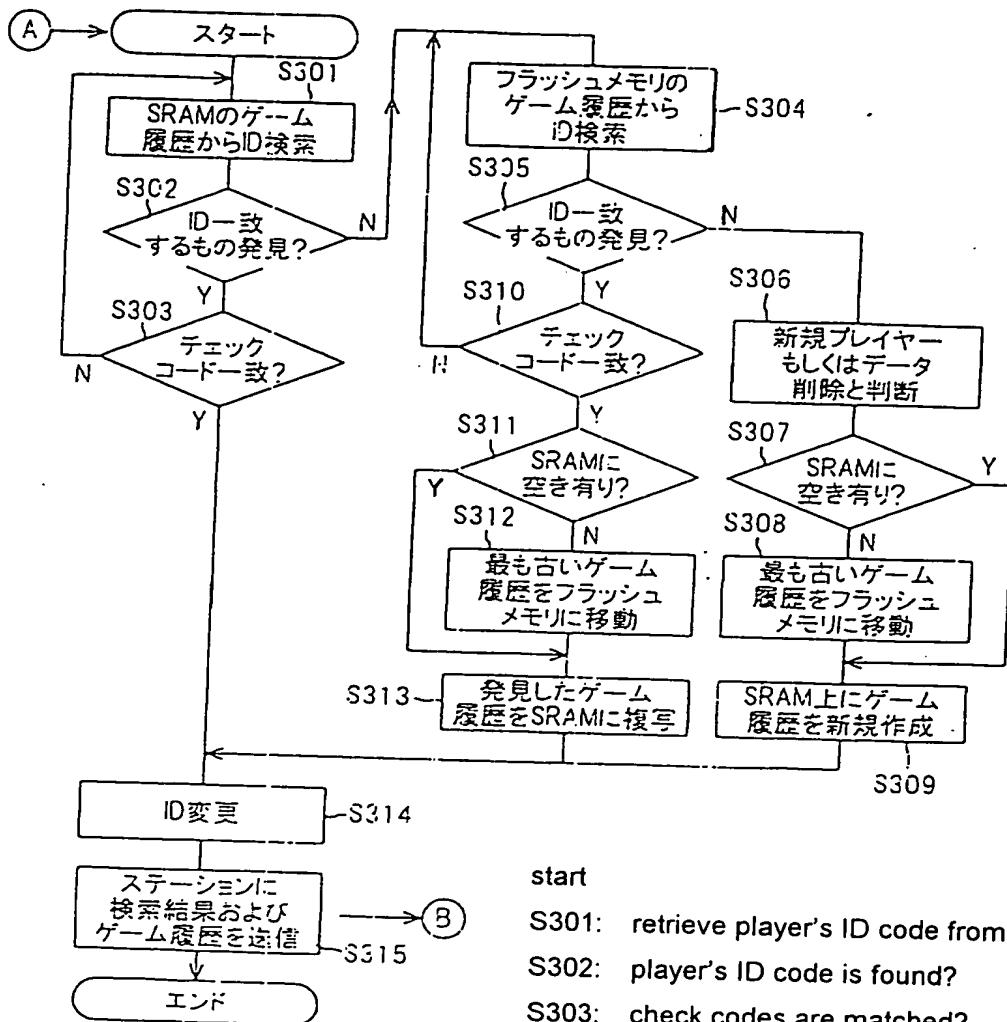


Fig. 9

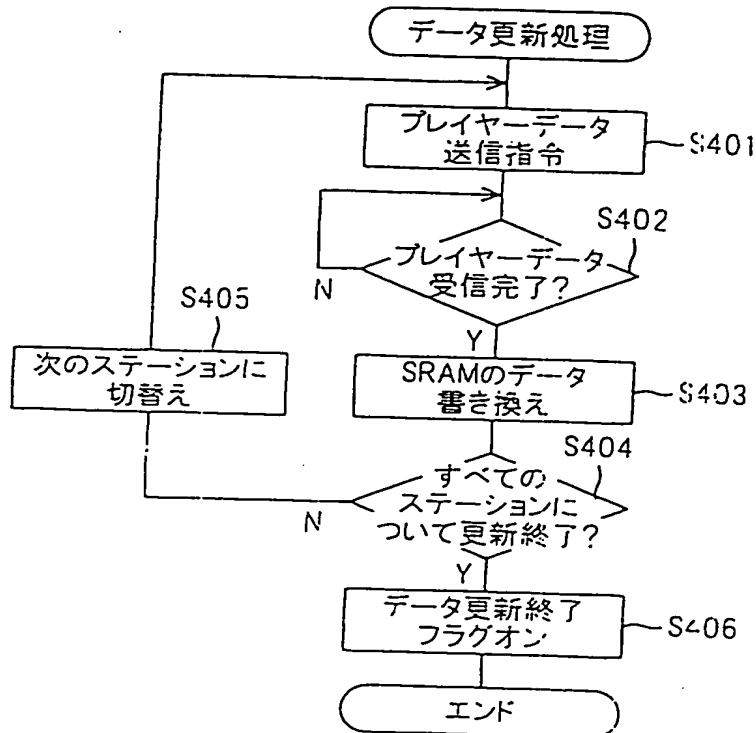


start

- S301: retrieve player's ID code from SRAM
- S302: player's ID code is found?
- S303: check codes are matched?
- S304: retrieve player's ID code from flash memory
- S305: player's ID code is found?
- S306: new player or player data was deleted
- S307: free space is available in SRAM?
- S308: move oldest player data to flash memory
- S309: prepare new player data in SRAM
- S310: check codes are matched?
- S311: free space is available in SRAM?
- S312: move oldest player data to flash memory
- S313: copy found player data to SRAM
- S314: prepare new ID code
- S315: transmit retrieval result and player data to station

end

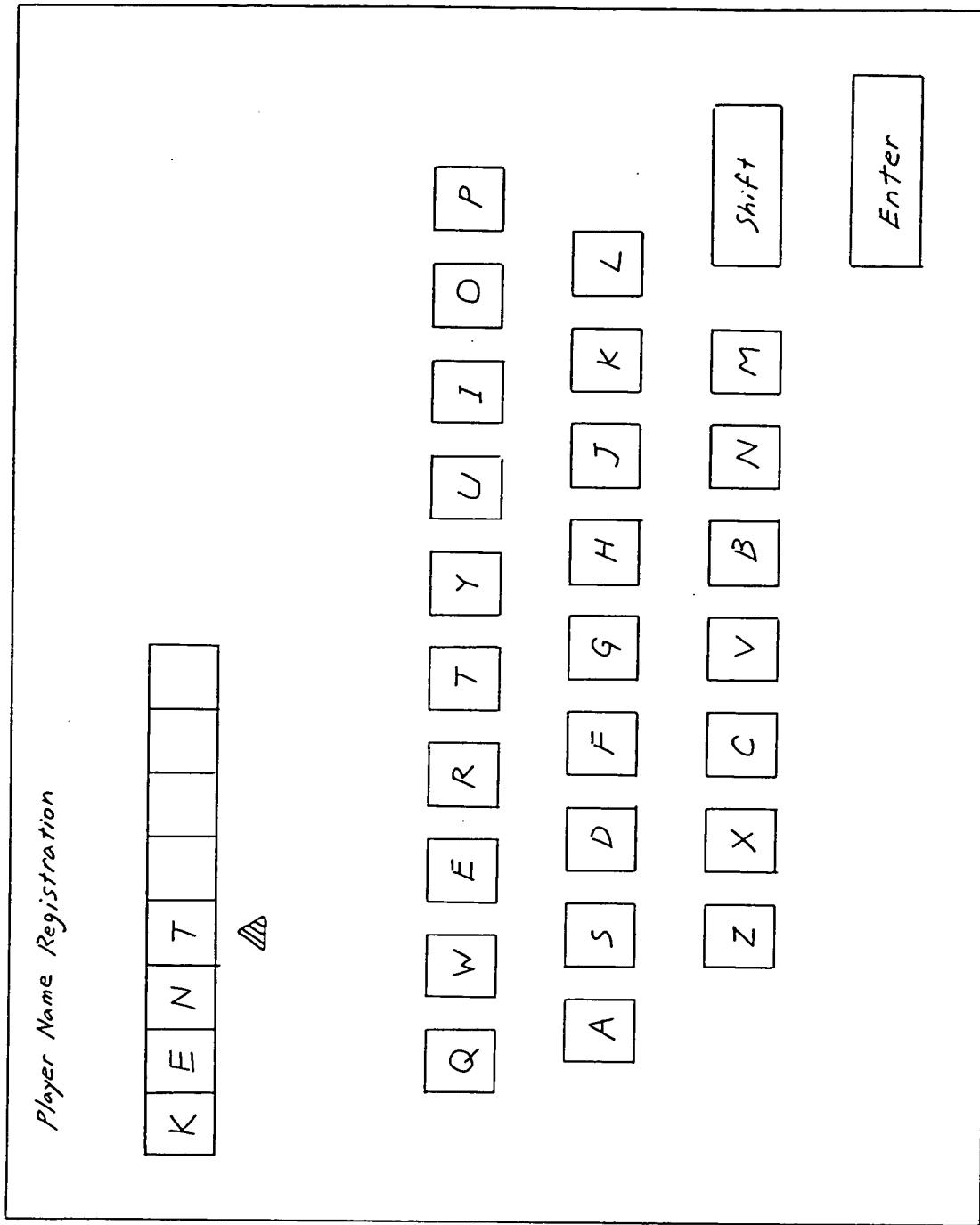
Fig. 10



data update processing

- S401: receive instruction for transmitting player data
- S402: player data reception is completed?
- S403: update data in SRAM
- S404: data update is completed in all stations?
- S405: switch to next station
- S406: turn on data update end flag
- end

Fig. 11



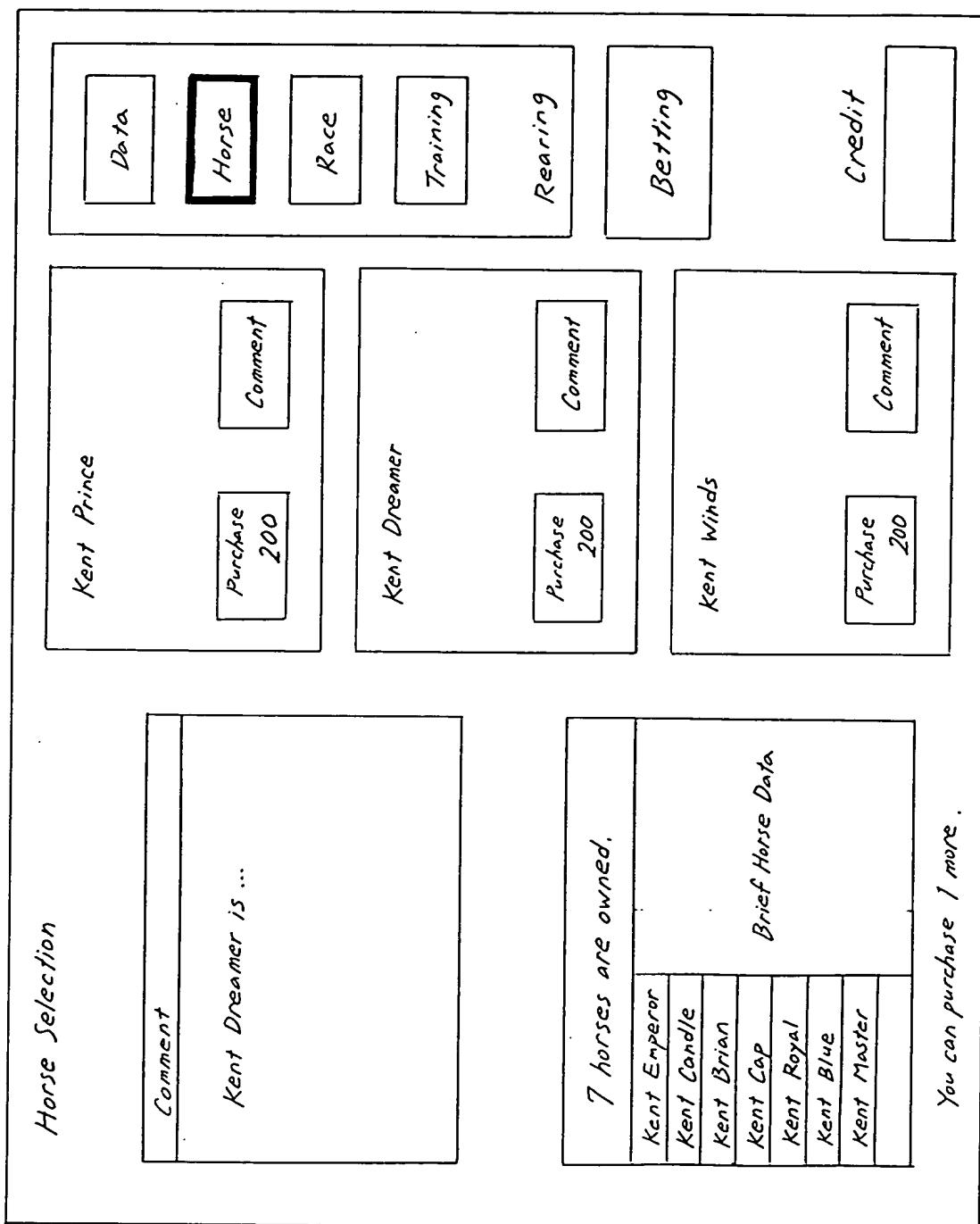


Fig. 12

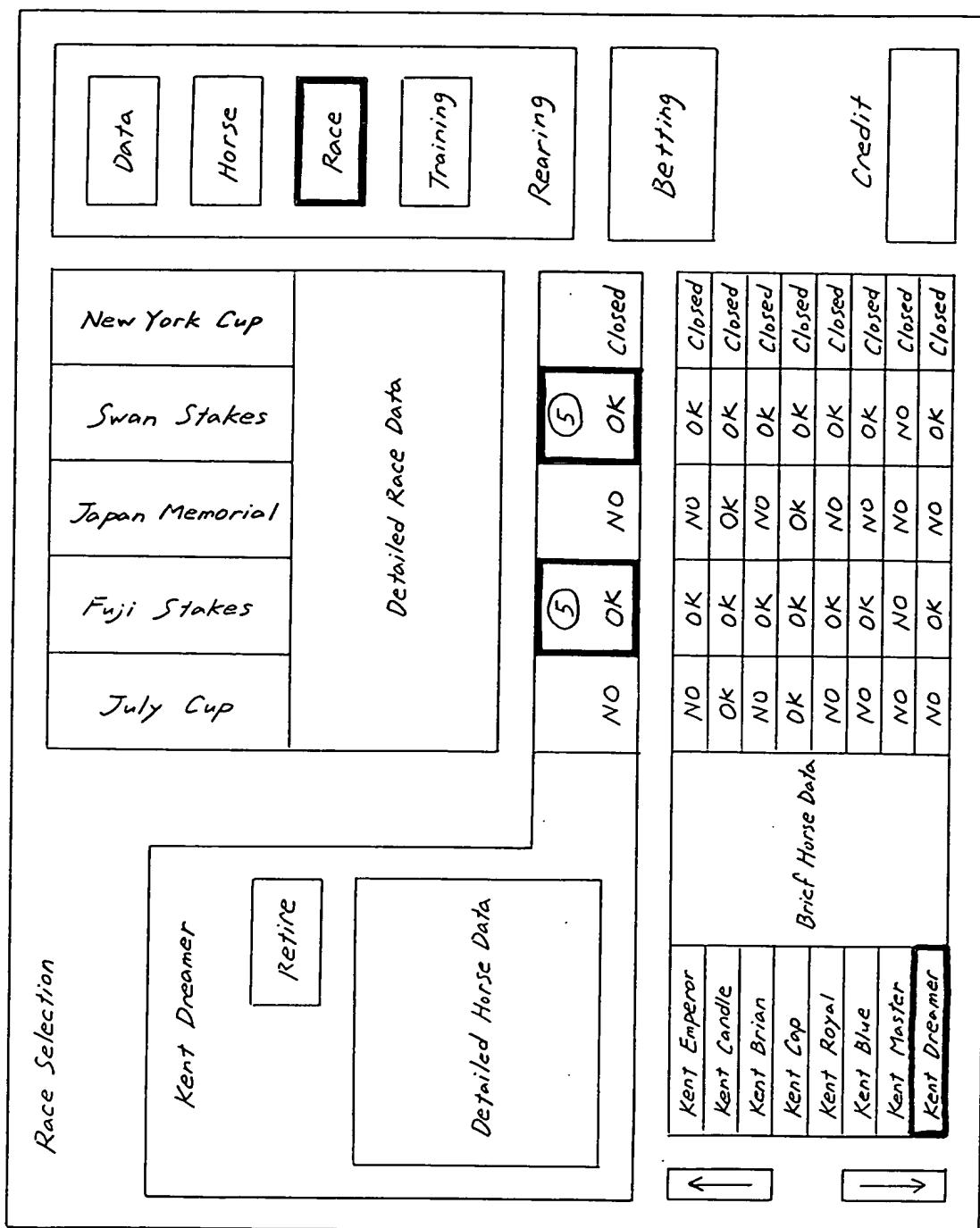


Fig. 13

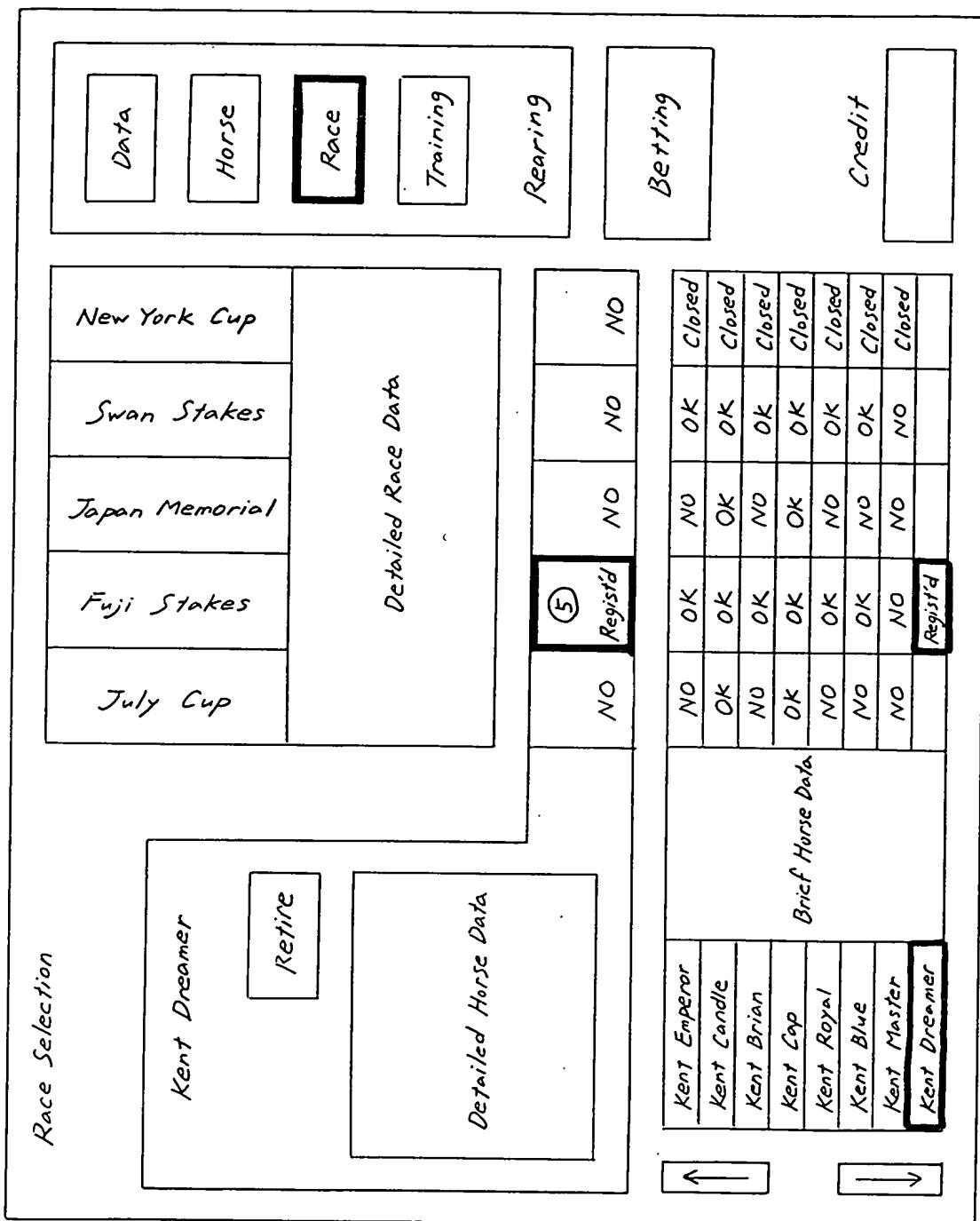


Fig. 14

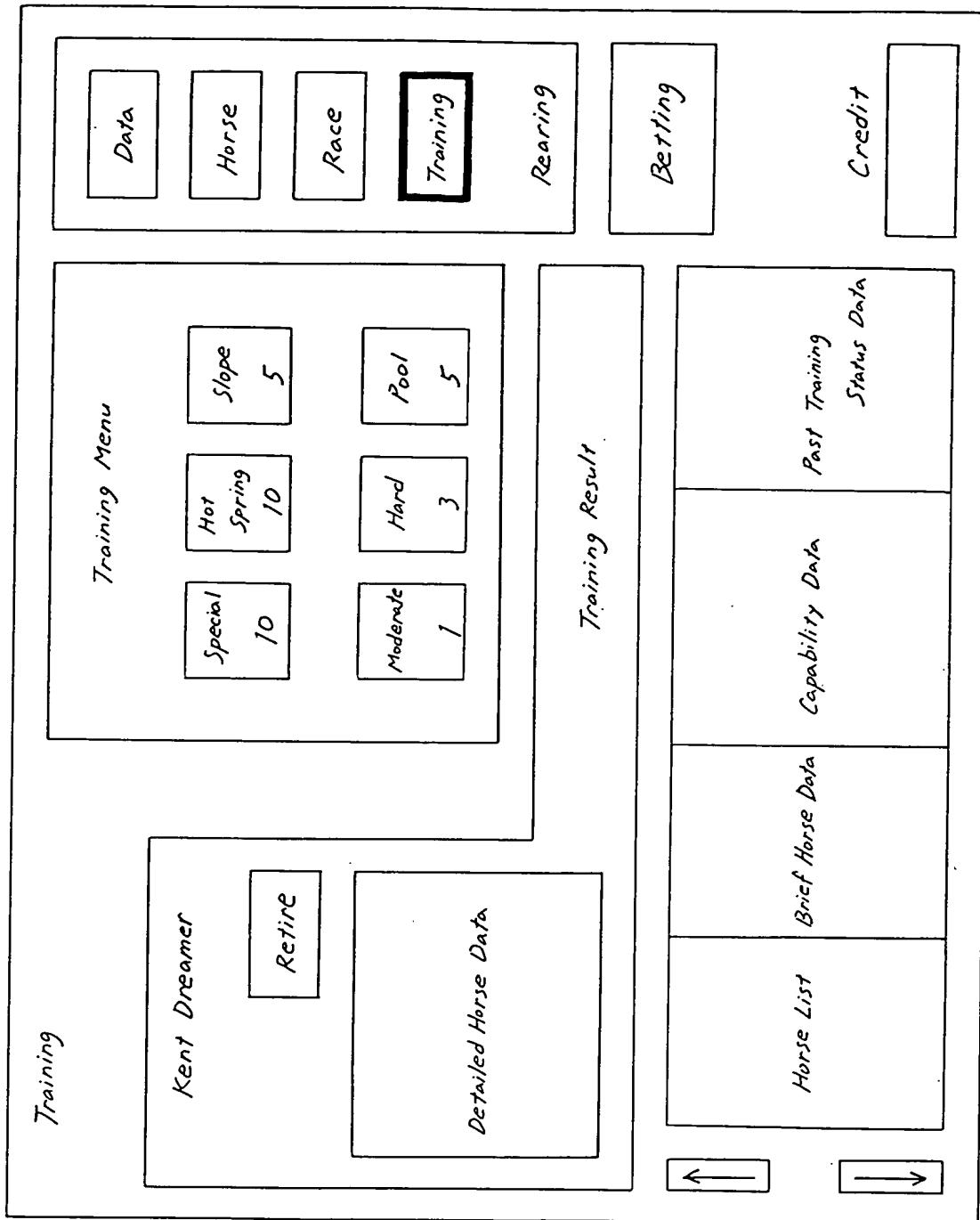


Fig. 15

Fig. 16

Fuji Stakes		Detailed Race Data		Horse List		Detailed Horse Data	
1	2	3	4	5	6	7	8
1-2	93.9	Combined Bet		Win Ticket		Rearing	
1-3	21.6	2-3	334.1	1	10 2.5	2	112.2
1-4	6.5	2-4	171.8	3-4	32.6	5	66.6
1-5	7.8	2-5	234.1	3-5	41.2	4-5	11.3
1-6	50.9	2-6	408.1	3-6	175.4	4-6	93.5
1-7	3.8	2-7	115.6	3-7	21.5	4-7	6.4
1-8	23.4	2-8	354.6	3-8	101.2	4-8	35.2
				5-6	96.1	5-7 10	6.3
				5-8		6-7	49.6
				5-9		6-8	210.8
				5-10		7-8	17.7
							Credit

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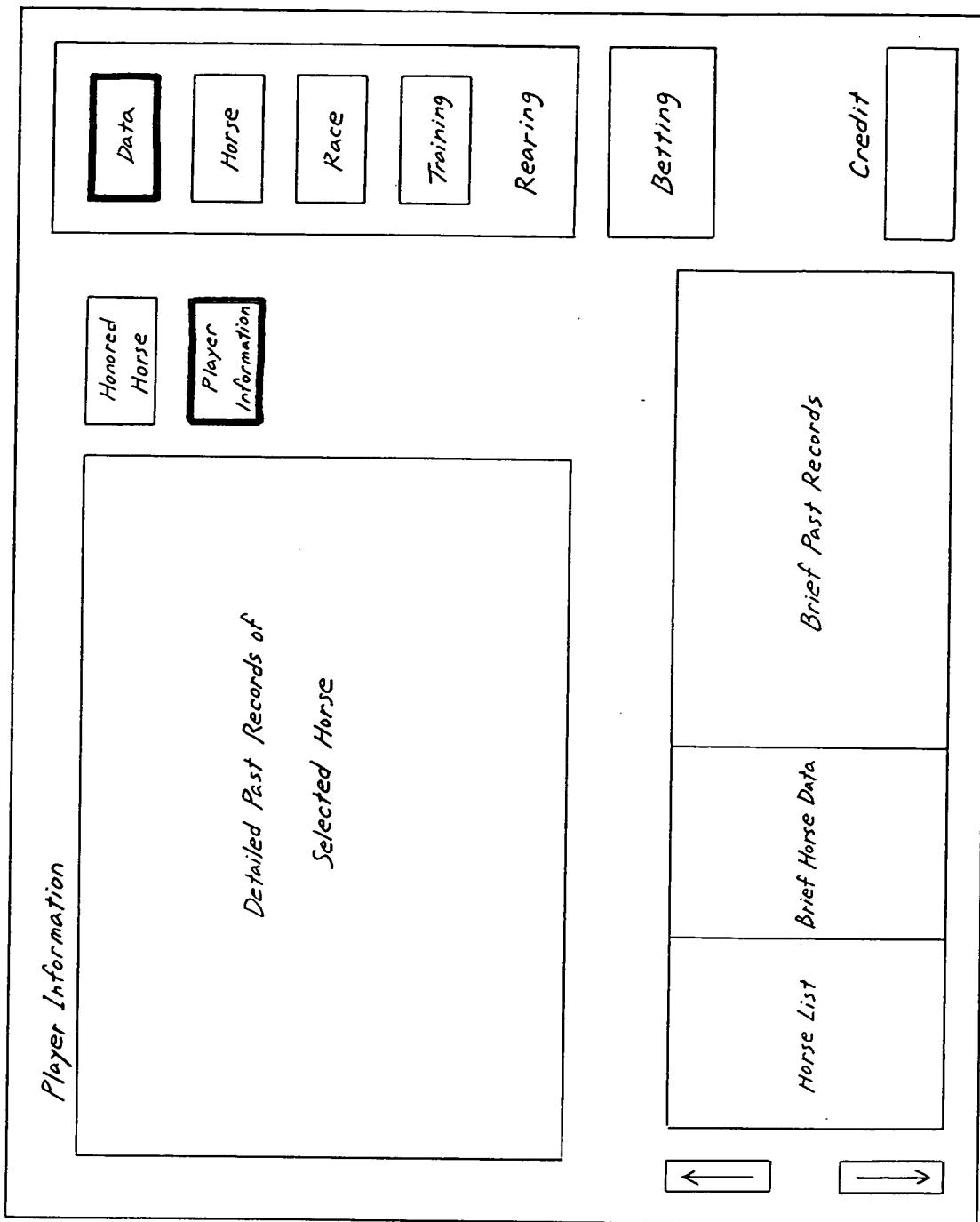


Fig. 17

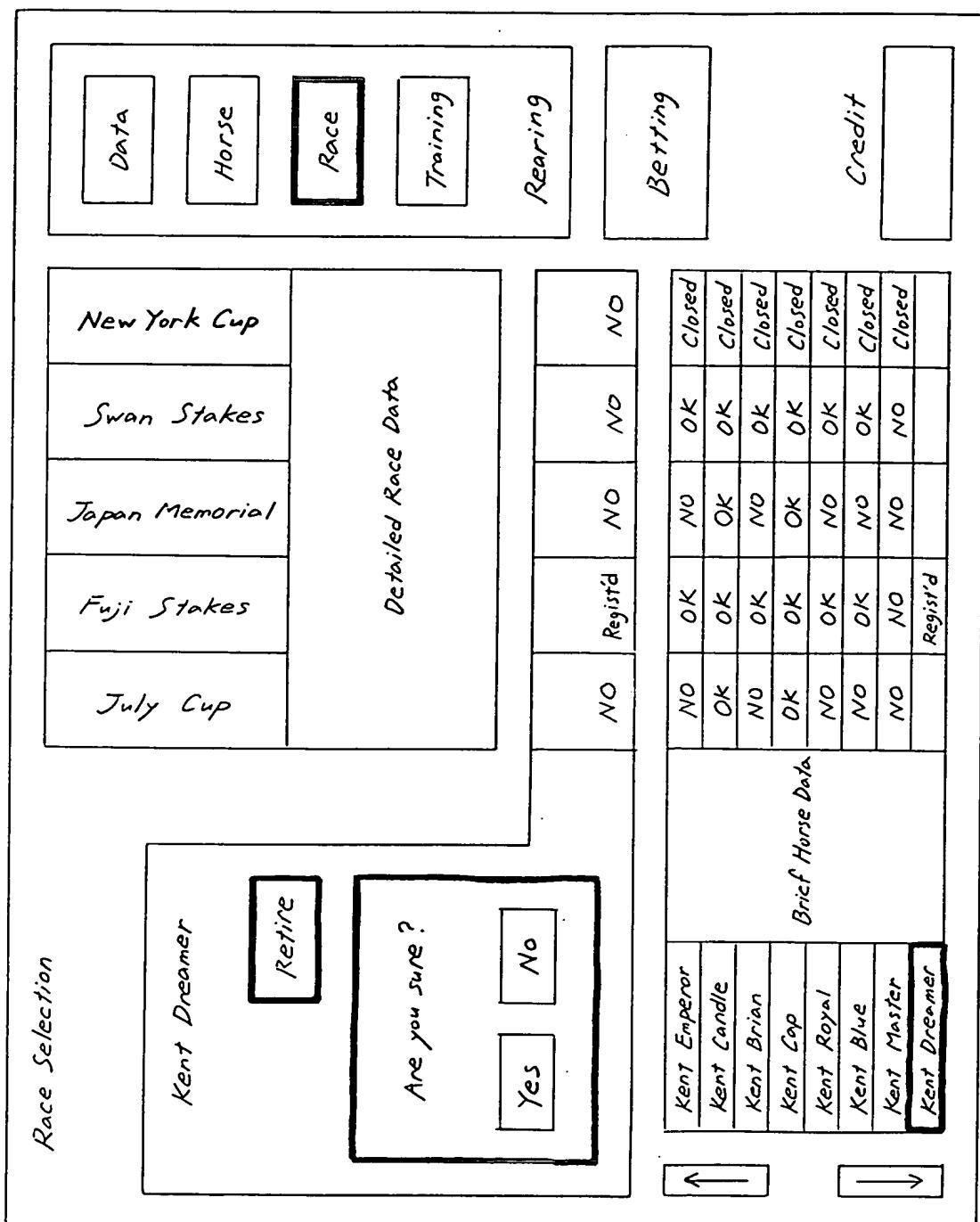


Fig. 18

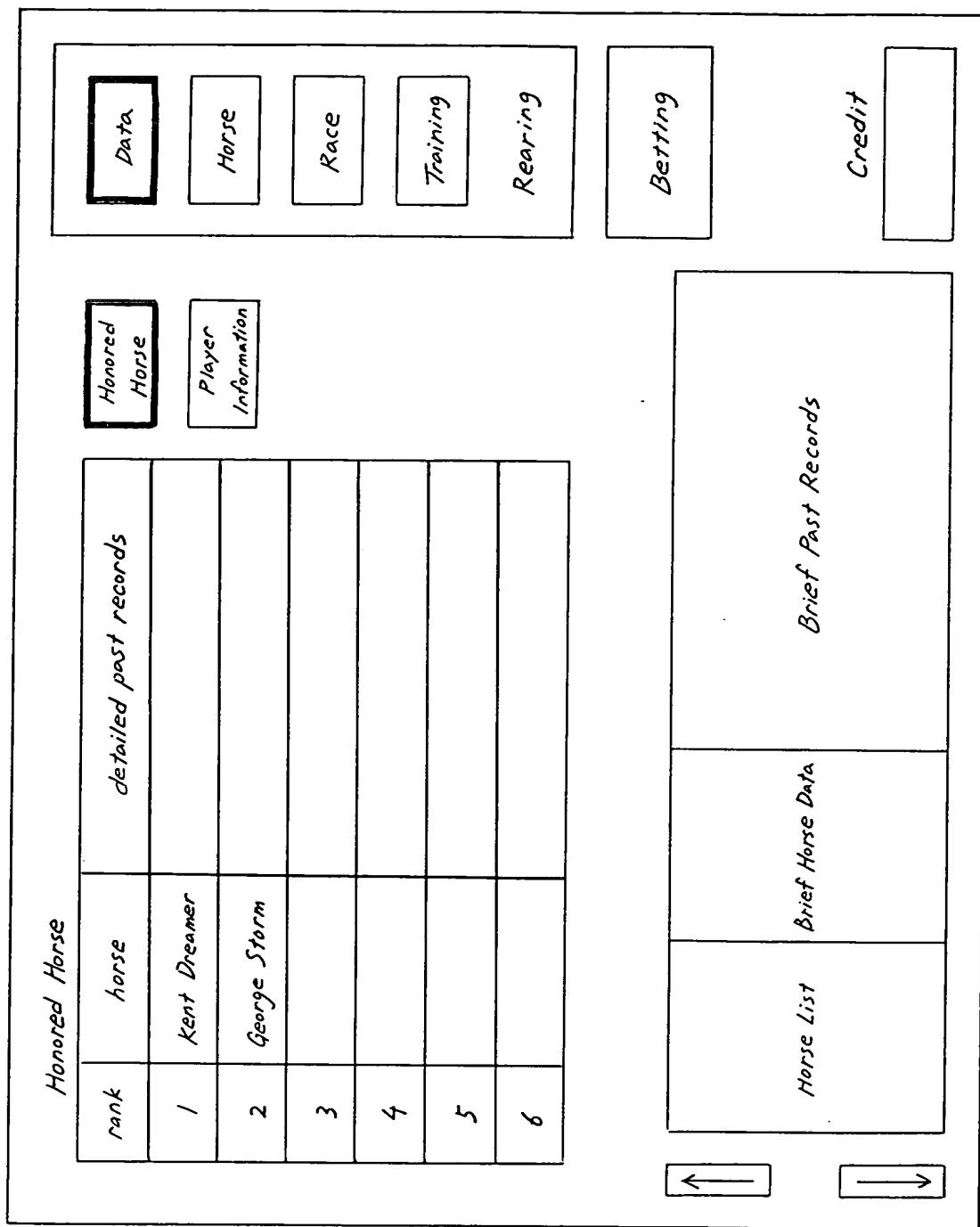
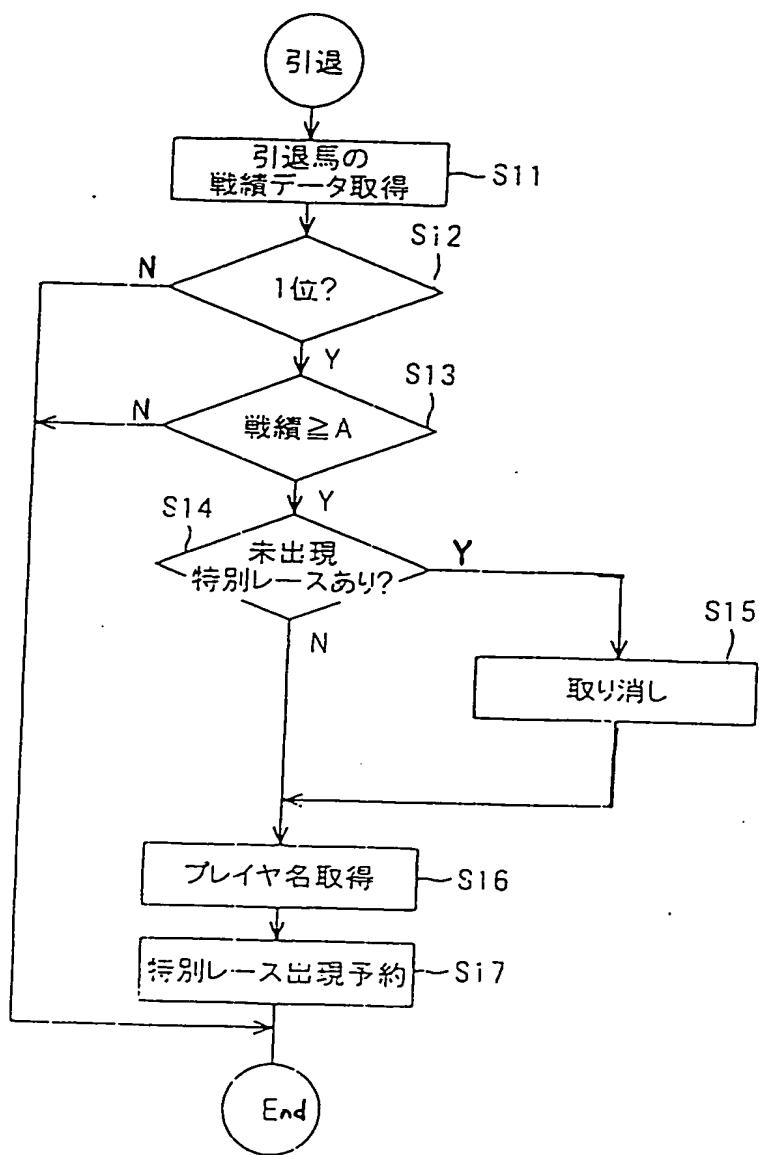


Fig. 19

Fig. 20



retirement processing

- S11: acquire past records data of retired horse
- S12: retired horse is first in honored horse ranking?
- S13: past records of retired horse satisfies predetermined requirement?
- S14: reserved special race exists?
- S15: cancel reserved special race
- S16: acquire player name
- S17: reserve special race establishment

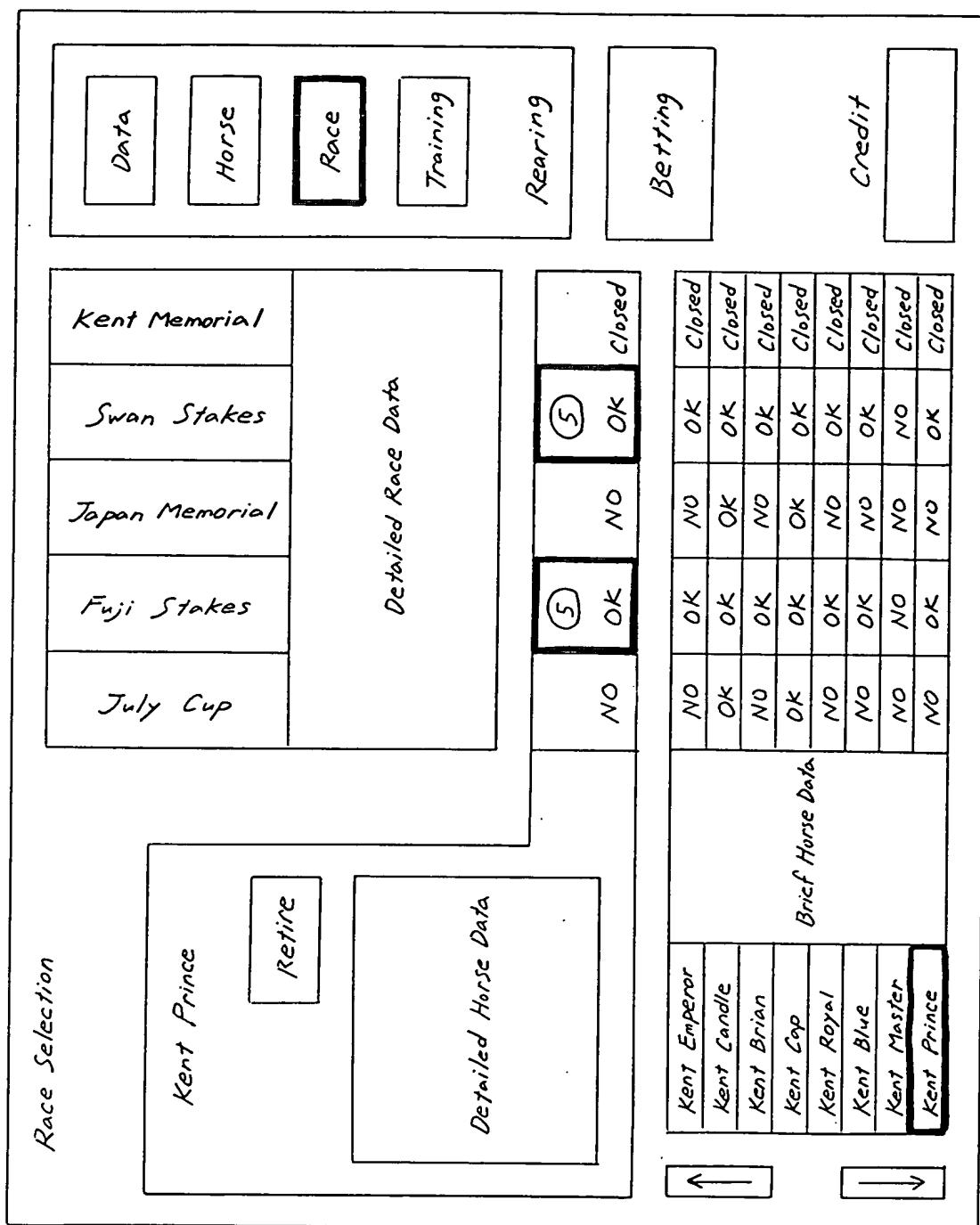


Fig. 21

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Fig. 22

Kent Memorial		Detailed Race Data		Horse List		Detailed Horse Data	
1	2						
3	4						
5	6						
7	8						
Detailed Race Data		Combined Bet		Box Bet		Credit	
1-2	93.9	1-3	2-3 21.6 334.1	1-4	2-4 6.5 171.8	1-5	2-5 7.8 234.1
			3-4 32.6		3-5 41.2		3-6 406.1
			4-5 11.3		4-6 175.4		4-7 115.6
			5-6 96.1		5-7 93.5		5-8 101.2
			6-7 21.5		6-8 35.2		6-9 42.9
			7-8 115.6		7-9 210.8		7-10 17.7
			8-9 49.6		9-10 6.3		
			10-11 49.6				

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